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Subject: Re: Wall Hugging

Posted by [liquidv2](#) on Sun, 25 May 2008 18:15:25 GMT

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it doesn't seem right that you can be shot and killed by someone straight ahead of you without being able to fire back or see them at all

it's lag + 3rd person + quick shots, it results in people getting killed by someone they never actually see though they were looking right at them

it's not something you can stop either, you just have to play through it

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